

REPEL THE MONSTERS WITH A
THREE-STAGE
ROCKET!!

MOON
ALPHA



MAA-4001

<Upright model specifications>

- Height: 1750mm • Width: 700mm • Depth: 650mm
- Power source: 100V~240V/110W • R.C.T.: 26 inch

MAA-4001

<Vertical model specifications>

Height: 1750mm • Width: 700mm • Depth: 650mm

Power source: 100V~240V/110W

R.C.T.: 26 inch



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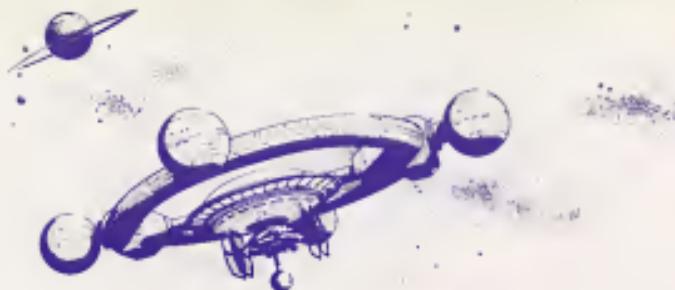
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MOON ALPHA

PLAYING RULES

- * Play with one or two players.
- * Use one coin for a single's game, and two coins for a double's game.
- * Press the button for either single or double play.
- * Guide the rocket on the screen with the control lever. The rocket moves up and down, left and right. Use the Fire button to aim the beams that shoot out from both sides of the rocket. Battle the monsters that block the rocket's path as you propel the rocket along.
- * Each player has three rockets — Nos. 1, 2, and 3. If a player succeeds in fighting off the entire army of monsters that come out of the UFOs (16 in all), the board clears and the remaining rockets come out from the bottom of the screen. Now the successful rocket can ALLY with the rockets that have not yet been used.
- * When two rockets are allied, you can DOUBLE BEAM FIRE; with three allies, you can TRIPLE BEAM FIRE.
- * If all three rockets are destroyed by the monsters, the game is over.
- * A player gets 25 points for each monster he destroys, and 100 points for each UFO destroyed.
- * A BONUS POINTS is awarded to the players whose rockets advance the furthest.



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